

Listing of Claims:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (currently amended) A computer-readable storage medium storing a program for a video game, which draws an object in a virtual space,
wherein said program is structured so as to make a computer perform:
generating a dummy object of said object by duplicating said object;
determining a first position of said object and a second position of said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point, the orientation of said dummy object being the same as that of said object; and
drawing said object at said first position and drawing said dummy object at said second position except for an overlapping portion between said object and said dummy object when observed from the view point and wherein the drawing of said dummy object is in a second lightness different from a first lightness of said object, said second lightness being based on said first lightness.

2. (previously amended) The computer-readable storage medium according to Claim 1, wherein the first position of said object and the second position of said dummy object are determined so that when observed from the view point there is deviation between a straight line connecting a predetermined reference position of said object and the view point and a straight line connecting the view point and a position in said dummy object corresponding to the predetermined reference position of said object.

3. (previously amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, said dummy object is drawn before said object is drawn.

4. (previously amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, a hidden surface removal treatment using a Z buffer

is carried out to draw said object at said first position and draw said dummy object at said second position and in the lightness different from that of said object.

5. (previously amended) The computer-readable storage medium according to Claim 1, wherein in said drawing, the second lightness is higher than the first lightness.

6. (currently amended) A computer-readable storage medium storing a program for a video game, which draws an object comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:
generating a dummy object of said object by duplicating said object;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point, the orientation of said dummy object being the same as that of said object; and

drawing each polygon forming said object and drawing each polygon forming said dummy object in a second lightness different from a first lightness of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting, and wherein the second lightness is based on the first lightness.

7. (currently amended) A computer-readable storage medium storing a program for a video game, which draws an object comprised of a plurality of polygons,

wherein said program is structured so as to make a computer perform:
generating a dummy object of said object by duplicating said object ;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point, the orientation of said dummy object being the same as that of said object; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the

polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a second lightness different from a first lightness of the corresponding polygon of said object, and wherein the second lightness is based on the first lightness.

8. (currently amended) An object drawing method in a video game, which draws an object in a virtual space, said object drawing method comprising:
generating a dummy object of said object by duplicating said object ;
determining a first position of said object and a second position of said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point, the orientation of said dummy object being the same as that of said object; and
drawing said object at said first position and drawing said dummy object at said second position except for an overlapping portion between said object and said dummy object when observed from the view point and wherein the drawing of said dummy object is in a second lightness different from a first lightness of said object, said second lightness being based on said first lightness.

9. (previously amended) The object drawing method in the video game according to Claim 8, wherein the first position of said object and the second position of said dummy object are determined so that when observed from the view point there is deviation between a straight line connecting a predetermined reference position of said object and the view point and a straight line connecting the view point and a position in said dummy object corresponding to the predetermined reference position of said object.

10. (previously amended) The object drawing method in the video game according to Claim 8, wherein in said drawing, said object is drawn at said first position after said dummy object is drawn at said second position.

11. (currently amended) An object drawing method in a video game, which draws an object comprised of a plurality of polygons, said object drawing method comprising:

generating a dummy object of said object by duplicating said object ;
setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point, the orientation of said dummy object being the same as that of said object; and
drawing each polygon forming said object and drawing each polygon forming said dummy object in a second lightness different from a first lightness of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting, and wherein the second lightness is based on the first lightness.

12. (currently amended) An object drawing method in a video game, which draws an object comprised of a plurality of polygons, said object drawing method comprising:

generating a dummy object of said object by duplicating said ;
setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point, the orientation of said dummy object being the same as that of said object; and
drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a second lightness different from a first lightness of the corresponding polygon of said object, and wherein the second lightness is based on the first lightness.

13. (currently amended) A video game apparatus, which comprises a computer-readable storage medium storing a program for a video game which draws an object in a virtual space; and

a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,

generating a dummy object of said object by duplicating said object ;

determining a first position of said object and a second position of said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point, the orientation of said dummy object being the same as that of said object; and

drawing said object at said first position and drawing said dummy object at said second position except for an overlapping portion between said object and said dummy object when observed from the view point and wherein the drawing of said dummy object is in a second lightness different from a first lightness of said object, said second lightness being based on said first lightness.

14. (currently amended) A video game apparatus, which comprises

a computer-readable storage medium storing a program for a video game which draws an object comprised of a plurality of polygons in a virtual space; and

a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,

generating a dummy object of said object by duplicating said object ;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point, the orientation of said dummy object being the same as that of said object; and

drawing each polygon forming said object and drawing each polygon forming said dummy object in a second lightness different from a first lightness of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting, and wherein the second lightness is based on the first lightness.

15. (currently amended) A video game apparatus, which comprises

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a computer-readable storage medium storing a program for a video game which draws an object comprised of a plurality of polygons in a virtual space; and
a computer which reads out at least one part of said program from said recording medium to perform, by reading out at least one of said program from said storage medium,

generating a dummy object of said object by duplicating said object ;
setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point, the orientation of said dummy object being the same as that of said object; and
drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a second lightness different from a first lightness of the corresponding polygon of said object, and wherein the second lightness is based on the first lightness.

16. (currently amended) A video game apparatus which draws an object in a virtual space, said apparatus comprising:

a computer; and

a computer-readable storage medium storing a program to be executed by said computer,

wherein said program is structured so as to make said computer perform:

generating a dummy object of said object by duplicating said object ;

determining a first position of said object and a second position of said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point, the orientation of said dummy object being the same as that of said object; and

drawing said object at said first position and drawing said dummy object at said second position except for an overlapping portion between said object and said dummy object when observed from the view point and wherein the drawing of said dummy object is in a second lightness different from a first lightness of said object, said second lightness being based on said first lightness.

17. (currently amended) A computer program for a video game, which draws an object in a virtual space,

wherein said computer program is structured so as to make a computer perform:

generating a dummy object of said object by duplicating said object ;

determining a first position of said object and a second position of said dummy object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from a view point, the orientation of said dummy object being the same as that of said object; and

drawing said object at said first position and drawing said dummy object at said second position except for an overlapping portion between said object and said dummy object when observed from the view point and wherein the drawing of said dummy object is in a second lightness different from a first lightness of said object, said second lightness being based on said first lightness.

18. (currently amended) A computer program for a video game, which draws an object comprised of a plurality of polygons,

wherein said computer program is structured so as to make a computer perform:

generating a dummy object of said object by duplicating said object ;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point, the orientation of said dummy object being the same as that of said object; and

drawing each polygon forming said object and drawing each polygon forming said dummy object in a second lightness different from a first lightness of a corresponding polygon of said object, in accordance with a drawing order of said polygons resulting from sequencing of said polygons from the greatest distance from the view point, set in said setting, and wherein the second lightness is based on the first lightness.

19. (currently amended) A computer program for a video game, which draws an object comprised of a plurality of polygons,

wherein said computer program is structured so as to make a computer perform:

generating a dummy object of said object by duplicating said object ;

setting a distance from a view point of each polygon forming said dummy object and said object so that said dummy object thus generated is positioned behind said object and overlaps only in part with said object when observed from the view point, the orientation of said dummy object being the same as that of said object; and

drawing a pixel according to a polygon having a distance closest to the view point, set in said setting, out of polygons projectable into said pixel, wherein when the polygon projected into the pixel is a polygon forming said object, said pixel is drawn according to said polygon and wherein when the polygon projected into the pixel is a polygon forming said dummy object, said pixel is drawn in a second lightness different from a first lightness of the corresponding polygon of said object, and wherein the second lightness is based on the first lightness.
